

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A computer readable recording medium having a program recorded for a video game to be executed by a computer, wherein said program comprises:

forming a plurality of frame images constituting the video game sequentially; displaying the plurality of formed frame images by switching the frame images from a frame buffer;

predicting formation time periods of said plurality of frame images when said frame images are individually formed;

determining game progress to be made by said frame images, in dependence upon the formation time periods of said frame images, as predicted; and

changing said determined game progress, in response to an operation input by a player,

wherein the rate of tempo of game music and the rate of formation of said frame images and said determined game progress is increased, when a player inputs a high-speed first predetermined instruction, and

wherein the rate of tempo of the game music and the rate of formation of said frame images and said determined game progress is decreased, when a player inputs a low-speed second predetermined instruction.

2. (Original) The recording medium according to claim 1,

wherein said predicted formation time periods of said plurality of frame images are expressed in units of a frame image display period of a shortest period of switching display of said frame images.

3. (Withdrawn) A computer readable recording medium having a program recorded for a video game to be executed by a computer, wherein said program comprises:

forming a plurality of frame images constituting the video game sequentially;  
displaying the plurality of formed frame images by switching the frame images from a frame buffer;

metering a formation time period of each preceding frame image before each of said plurality of frame images when said preceding frame image is formed;

determining game progress to be made by said frame images, in dependence upon the formation time periods of said preceding frame images, as metered when said plurality of frame images are individually formed; and

changing said determined game progress in response to an operation input by a player.

4. (Currently Amended) A computer readable recording medium having a program recorded for a video game to be executed by a computer, wherein said program comprises:

forming a plurality of frame images constituting the video game, sequentially in synchronism with the ends of the formations of the individually preceding frame images;

P24672.A08

displaying said plurality of formed frame images, such that said plurality of formed frame images are switched from a frame buffer and displayed after one of the individual formations ends in synchronism with a predetermined clock signal having a frame image display period of a shortest time period for switching display of said plurality of frame images;

predicting formation time periods of said plurality of frame images when said frame images are individually formed;

determining game progress to be made by said frame images, in dependence upon the predicted formation time periods; and

changing said determined game progress in response to an operation input by a player,

wherein the rate of tempo of game music and the rate of formation of said frame images and said determined game progress is increased, when a player inputs a ~~high-speed first predetermined instruction~~, and

wherein the rate of tempo of the game music and the rate of formation of said frame images and said determined game progress is decreased, when a player inputs a ~~low-speed second predetermined instruction~~.

5. (Original) The recording medium according to claim 4,

wherein said forming starts formation of a next frame image after the end of each formation of said plurality of frame images in synchronism with said clock signal.

6. (Currently Amended) A game display method, comprising:

sequentially forming frame images constituting a video game;

P24672.A08

displaying the formed frame images by switching the frame images from a frame buffer;

predicting formation time periods of the frame images when the frame images are individually formed;

determining game progress of the frame images, based upon predicted formation time periods of said frame images; and

changing the determined game progress, in response to a player operation input, wherein the rate of tempo of game music and the rate of formation of said frame images and said determined game progress is increased, when a player inputs a ~~high-speed~~ first predetermined instruction, and

wherein the rate of tempo of the game music and the rate of formation of said frame images and said determined game progress is decreased, when a player inputs a ~~low-speed~~ second predetermined instruction.

7. (Original) The method according to claim 6,

wherein the predicted formation time periods are expressed in units of a frame image display period comprising a shortest period of switching display of the frame images.

8. (Withdrawn) A game display method, comprising:

sequentially forming frame images constituting a video game;

displaying the formed frame images by switching the frame images from a frame buffer;

metering a formation time period of each preceding frame image before each frame image when the preceding frame image is formed;

determining game progress of the frame images, based upon metered formation time periods of the preceding frame images; and

changing the determined game progress in response to an operation input by a player.

9. (Currently Amended) A game display method, comprising:

sequentially forming frame images constituting a video game, each frame image being formed in synchronism with an end of formation of a preceding frame image;

displaying the formed frame images, such that the frame images are switched from a frame buffer and displayed after a preceding frame has finished formation in synchronism with a predetermined clock signal having a frame image display period of a shortest time period for switching display of the frame images;

predicting a formation time period of each frame image when each frame image is formed;

determining game progress of each frame image, based upon the predicted formation time period; and

changing the determined game progress in response to an operation input by a player,

wherein the rate of tempo of game music and the rate of formation of said frame images and said determined game progress is increased, when a player inputs a high-speed first predetermined instruction, and

wherein the rate of tempo of the game music and the rate of formation of said frame images and said determined game progress is decreased, when a player inputs a ~~low-speed~~ second predetermined instruction.

10. (Original) The method according to claim 9,  
wherein the forming further comprises starting formation of a next frame image after the end of formation of the frame image in synchronism with the clock signal.